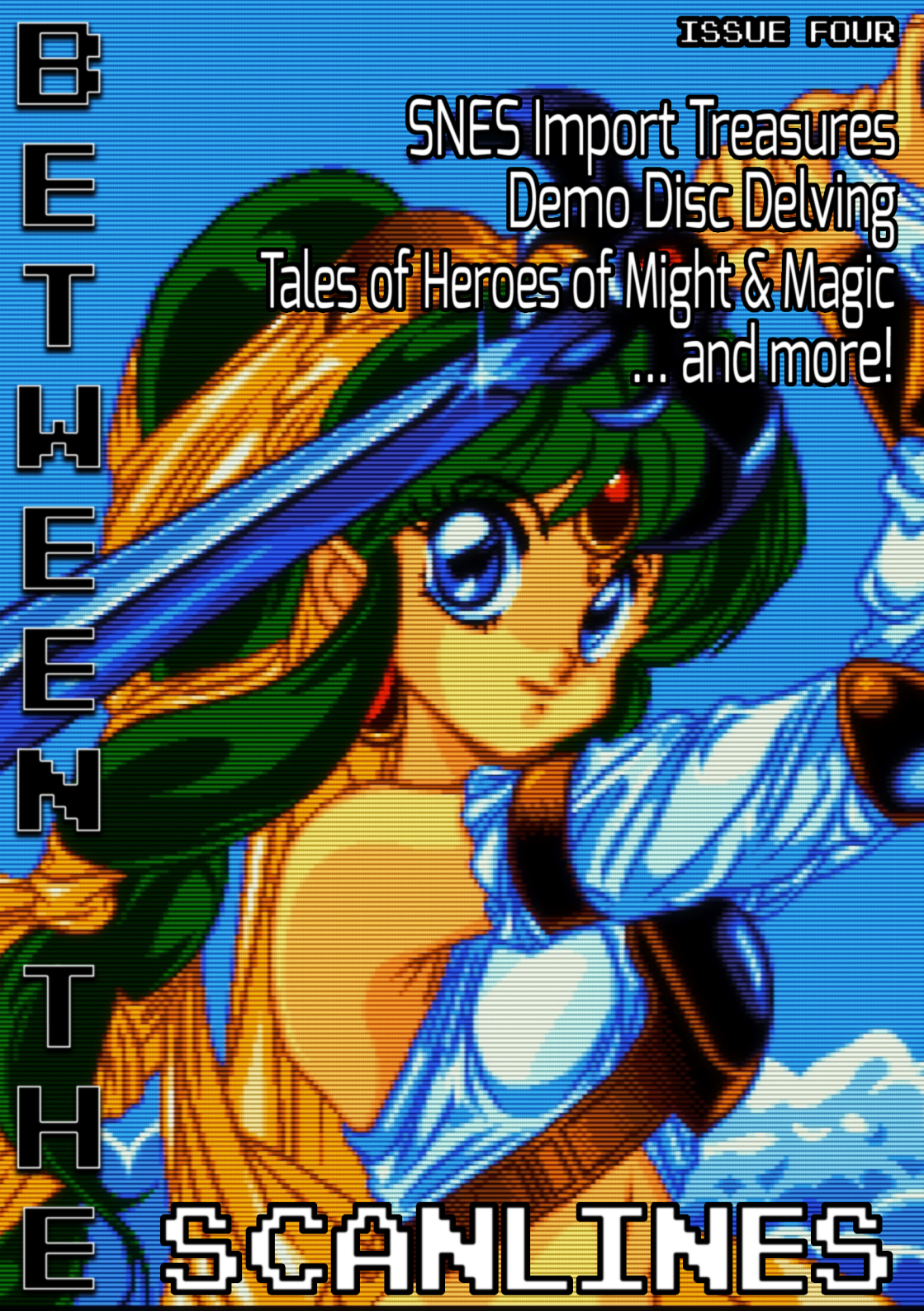


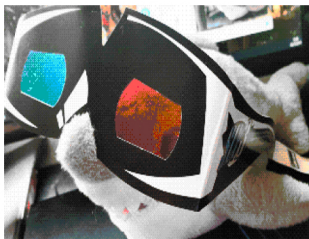
ISSUE FOUR

SNES Import Treasures  
Demo Disc Delving  
Tales of Heroes of Might & Magic  
... and more!

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SCANLINES





## Hello and welcome to the Fourth issue of Between the Scanlines!

Phew, here we are again! Issue four has rolled around. Where'd the last two weeks go? December is here; mince pies and those chocolate gingerbread thingies are flowing...

I've actually got something of a bumper festive issue planned for number five; so stay tuned for news on that if you follow me on social media as I'll be hitting a fair few people for Community Square pieces. A big thank you to everyone so far who has contributed time and passion!

On the news front, the Unofficial Retro PlayStation Magazine RPM has launched another Kickstarter to fund issue two - and has succeeded! The Kickstarter is running for another 18 days as of 06/12 and if you missed issue one, there's a tier where you can snag a copy of that too!

<https://www.kickstarter.com/projects/2o4g/rpm-issue-2-the-unofficial-retro-playstation-magazine>

And as ever, if you'd like to promote a project you're involved in, would like to share some of your own passions in SCANLINES, or anything you'd like to say about our humble fanzine, then feel free to get in touch! You can contact me via @SharkaBytes on Twitter/X, Mastodon, and Bluesky, or you can drop me a line at [curicuri creations@protonmail.com](mailto:curicuri creations@protonmail.com).

A handwritten signature in black ink, appearing to read 'Sma'.

Sasha McAuliffe, Editor.

## Contents, Attributions, and Special Thanks

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Front cover image taken from Arkham's 'Manga Art' PD disk.  
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# WOBBLY POLYGONS

## Demo One (1996 EDITION)



Those of you who have followed me for a while now on social media will likely know of my love for this particular PS1 demo disc. This silvery disc holds so many memories for me and it's one of the pieces of physical nostalgia I can touch and then whoosh, I'm cast back to the summer of 1996.

Demo One seems to have been a purely European thing. Japan and the North America had their own pack-in demo discs but with completely different vibes and presentation style. Of all the pack-in PS1 demo discs I've played, Demo One seems to me to be the most in tune with the vibes that Sony of Europe wanted to go for with its console.



Demo One itself went through two design iterations. The boxy, ravey presentation the 1995 Demo with its dazzling coloured lights of One giving way in 1996 to the ominous, bio-organic look that OPMUK demo discs would adopt.

This is the Demo One I know and love.

When I first clapped eyes on Demo One, I'd seen nothing quite like it. One reason for this is that I'd largely missed out on the Amiga demoscene at the time. The presentation of this iteration of Demo One definitely feels like it has some of its energy. And I can still feel echoes of the wonder I felt at the time sat there with my parents, mesmerized by the animated, pre-rendered menus - and the dazzling intro with its mix of gameplay clips and buzz words and technical specs. It felt like everything I'd ever seen tantalizing glimpses of from multimedia CDROM PCs - and more.



'96 Demo One is a meaty package with a hefty lineup of rolling and playable demos. It was from this disc I had my first taste of Ridge Racer and Wipeout with its playable demos of Revolution and 2097. I played these one-race demos over and over again, mesmerized by textured polygons being thrown around at what felt like blistering speed. No more sub-10fps flat polygons for me! It was an incredible step-up.



My favourite memory from Demo One is playing its demo of Die Hard Trilogy. I'd never played a light gun game like Virtua Cop and Time Crisis before, nor had I played anything that had a sense of exploratory destruction before or seen anything as cinematic as the trailer for Broken Sword. I was so excited that point-and-click adventures could be found on PlayStation - and with full speech! Amazing!



And let's not forget to mention the 'Dino' tech demo that felt amazing to manipulate and a glimpse into the future of game graphics.

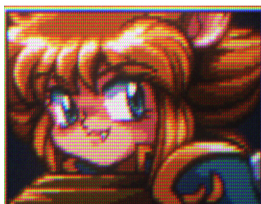
Whichever version was 'your Demo One', I hope it filled you with as much wonder as mine did and still brings you joy to revisit - as this one does with me.

Sasha.

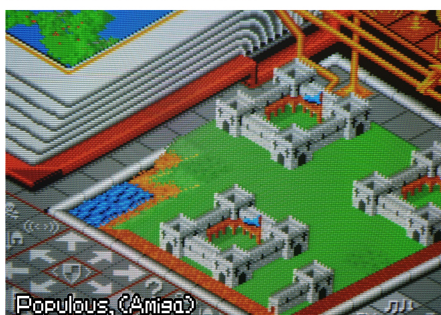
Did you know...?

That Jez San, lead developer of Starfox and the SuperFX chip, reportedly accused Sony of faking the famous T-Rex demo after it was showed behind closed doors to potential developers, claiming they used a Silicon Graphics machine instead.

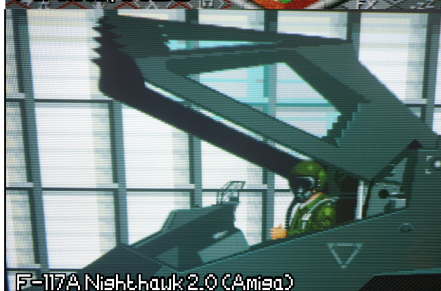
# PIXEL GALLERY ++ PIXEL GALLERY ++ PIXEL GALLERY



Hi! Leeza here, intergalactic hero and star of PSX hit Crime Crackers. What, you've never heard of it before? Pah! Just get your butt over here to the Pixel Gallery!



Populous (Amiga)

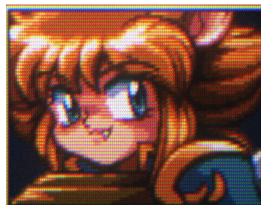


IP-117A Nighthawk 2.0 (Amiga)



Panzer Dragoon (Sega Saturn)

Snatcher (MSX2) left and Ridge Racer Type-4 (PS1) right



It was Type-4's 25th anniversary this week! Happy birthday, Ridge Racer 4! A sublimely wonderful racing experience that has aged gracefully! As gracefully as I have since 1994!





# COMMUNITY SQUARE

## THE 16-BIT TREASURE HUNTER



Hoot-hoot! It's time for the Scanlines Express to pull up at Community Square, where a special guest awaits us: TeeBee! Tee was keen to contribute to Scanlines and share some of his passion for Super Nintendo and regional exclusives on that platform. So, it's over to you, TeeBee; tell us a little about yourself!

*Hi! I'm Ian, also known as TeeBee, and if you know two things about me it's that I love regional-exclusive games... and the Super Nintendo! I'm often found sharing my gaming knowledge over on Twitter / X / TwiX at @teacherbloke85 so please come and say a hello. I'm sure we'll get on just fine!*

*The fact that we're still unearthing buried treasure from that beautiful 90s golden era of the SNES fascinates me. Even though some of the games aren't exactly A Link To The Past quality, they each still provide something special or a unique twist on a familiar formula. I'm not going to dwell on classics like Final Fantasy III, Chrono Trigger or the like – it's a sin we were denied those games for so many years – but I'd like to spotlight a few sneaky US import titles that many here in PAL regions may have missed and might still want to investigate.*



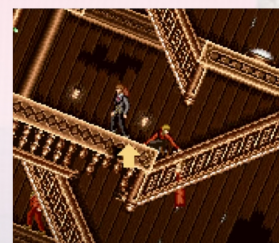
### **Brain Lord** (Produce!, 1994)

Yes, Brain Lord. Just say that title aloud to yourself a few times. Brain Lord. Braaaain Looooord! As you'd probably expect, this is a game with a heavy emphasis on puzzles. In fact, it's a rather neat top-down action adventure in much the style of classic Zelda games. It might not look as fresh as most games on the system and there are only two towns in the entire game, but the combat is fun and the dungeons are great fun to explore. Plus, it's called Brain Lord! What's not to love?



### **Nosferatu** (SETA, 1994)

Cinematic platformers like Prince of Persia and Flashback were all the rage in the 90s, and Nosferatu took that same visual flair that really shows off what the good ol' SNES was capable of and applied it to a more straightforward Castlevania-esque experience. Sadly, the combat lets this one down a little: those floating eyeball things on level 2 are straight from the pits of hell! If you can get to grips with it, however, there's a quality gaming experience to be had here!



### **SOS** (Human Entertainment, 1993)

Now, I'm not talking about the cute puzzle-platformer SOS: Sink or Swim which did release in the PAL region. SOS was a gritty platform adventure almost in the vein of Clock Tower. Based on the book and film The Poseidon Adventure, this game had you saving the passengers on a doomed ocean-liner as it slowly begins to fall apart and sink. It's a cruel and punishing game, but one that rewards players who really sink their teeth into it.

**Unfortunately, these and many other tricky imports are not readily available on digital storefronts in 2023. If you are in a position where you can try them out, I'd heartily advise it but... don't spend crazy amounts of money on the cartridges!**



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## Castlevania II- Simon's Quest

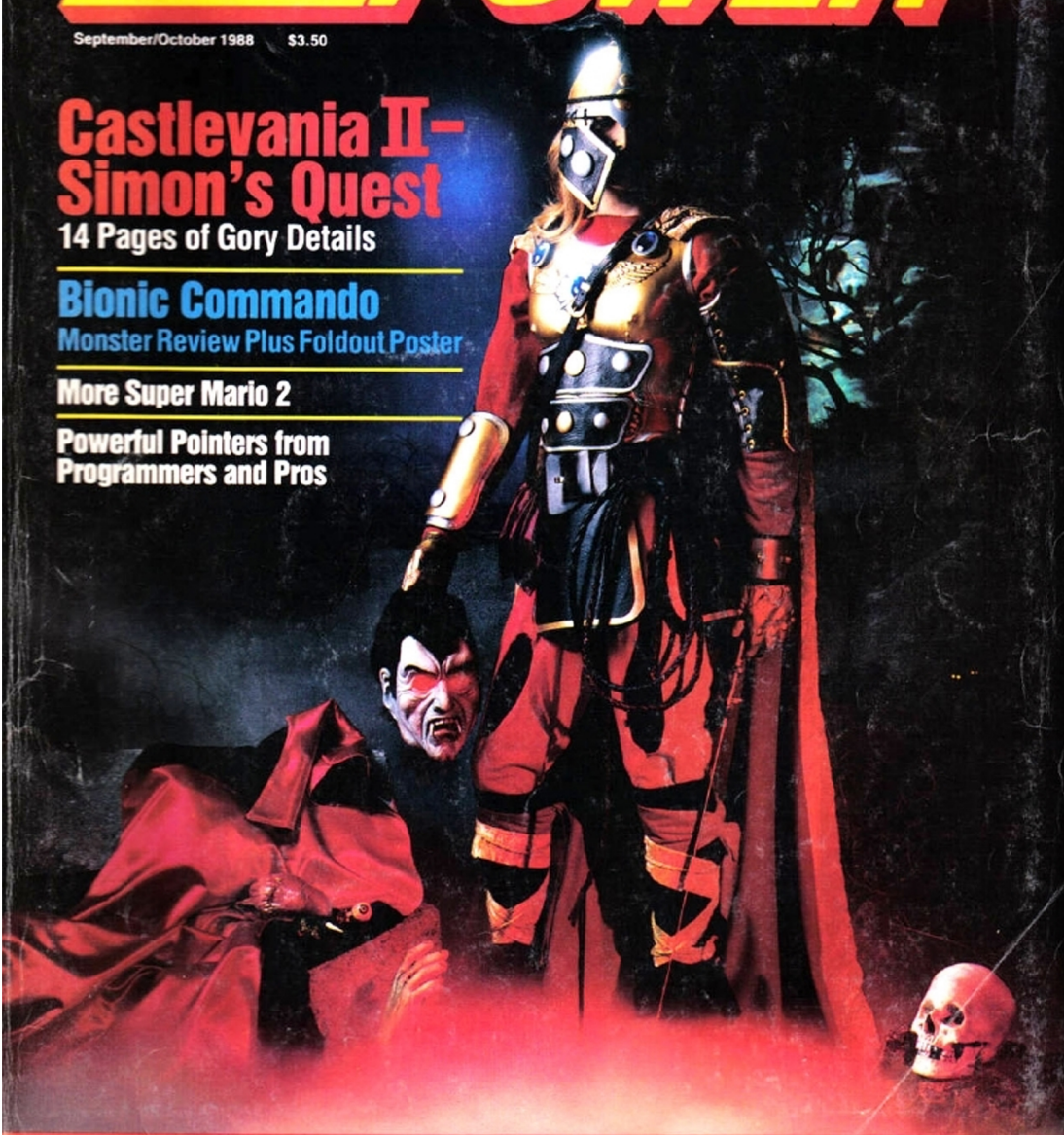
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# GAMING MEMORIES: HEROES OF MIGHT & MAGIC III

Hi again, dear readers – it's Kit (Sasha's partner) writing for you again, this time about a game close to my heart and one that I'm sure many of you will be familiar with too, that being Heroes of Might & Magic 3!

This game is something that felt like a big part of life and even local culture to a smol Kit, seemingly EVERYBODY knew about it and was keen to play it, something that was very easy to do together thanks to the wonderful hot seat mode and the game seemingly materialising itself onto every computer around my local area in Poland without anybody's real know how (in all likelihood off a copied CD).

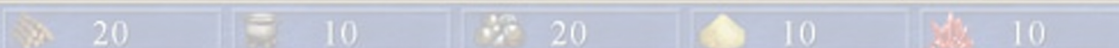
HoMM3 is a turn-based strategy game, one that has a campaign mode of its own, but closest to my heart as already mentioned above is the hot seat multiplayer mode – you enter your names, pick a scenario to play and select from one of several starting factions, heroes and boons before battling it with your peers, often not only in-game but also around that oh so very hot seat!

The game itself consists of (most often) starting off in a town of your chosen faction with a hero leading an army of its creatures, ranging from Castle's pikemen (human as they come) through stone gargoyles of the Tower, little demons of the Inferno, undead hordes of the Necropolis, to more colourful things like various elementals of the Conflux among others – your mission is to lead your banner to victory through conquest, although there are other victory conditions such as finding a particular artifact or being the first to dig up the mystical Grail and bring it back to your home town.



You have to manage different resources and build up your town, unlocking new types of units to recruit and getting their upgrades, and this is just skimming the top considering there is a wonderful magic system with different elemental affinities and all sorts of other wonder! You navigate through the world with the help of your hero leading your army, battling creatures scattered about, capturing resource production locations and neutral dwellings to swell your forces all to expand your might (and possibly even magic) to help you claim eventual victory.

The game has too many features to describe in a short one page article, but the point is there is loads of fun to be had, and the fond memories of inviting friends over and then chasing them out of the room when it was my turn, or peeking over their shoulder when it was theirs to see just what it is they were up to, still glow very sweetly to this day, even if the heated conflicts sometimes led to quite literal fights over somebody "accidentally" skipping the other's turn!





EVENT SQUARE ++ EVENT SQUARE++ EVENT SQUARE

# SPLASH WAVE RACING LEAGUE

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HELTER SKELTER

A/T + M/T

PRESET 02

FINISH

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OTHER SOCIAL MEDIA UNDER CONSIDERATION

## QUIZ ZONE 2000

Answers to Issue Three's Questions:

- (1) Mario? Jumpman!
- (2) Final Fantasy's currency? Gil!
- (3) Konami Code? Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start
- (4) Keanu Reeves's 2077 character? Johnny Silverhand!
- (5) Global Gladiators' names? Mick and Mack!

And for this issue's Quiz Questions...

- 1) What is the name of Geralt's horse in the Witcher series?
- 2) What is the name of CMDR Shepard's ship in Mass Effect?
- 3) What is the name of the alien race who adopted Samus Aran?
- 4) What is the highest possible score in Pac-Man?
- 5) What is the name of the asteroid the UAC base in OG DOOM episode 1 is built on?

Answers will be given next issue, good luck!

And thank you for reading <3

